ABSTRACT

OBJECT CULLING IN ZONE RENDERING

An apparatus and method for providing back face culling and degenerate object removal functions in the first pass binning process. The need to replicate such objects into command structures that are binned is eliminated. By removing the back facing polygons and degenerate objects prior to replicating them into bins, subsequent per object operations are avoided for each replication of the objects within the bins. Consequently, this reduces memory bandwidth requirements and the memory footprint required for the bin command structures, and possibly eliminates the output of state-setting commands that would otherwise be required to properly render the eliminated objects. Processing of such objects during the rendering phase is also avoided.